

2 PLAYER (E01)

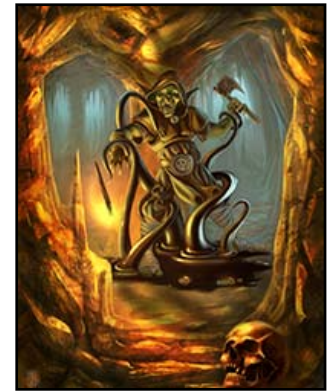


Trapped Corridors (80 card, Easy)

Cooperative will allow for 2-4 players. This will require up to 4 of each rare and more than 4 of Commons and Infrequents. If all 4 players have a set, there should be enough cards to fill out the Co-op Campaigns. Feel free to substitute cards when needed and enjoy!

"They call it a deathtrap, that hole in the mountains. We'll show them, there's no haunts that can stop us from reaching its treasures."

- contains cards from Unbound & Mines of Khurgan only.
- try to complete any 2 Quests.



QUESTS	DUNGEON DECK (80 card)	
Divine Plan Evil Has a Name The Stars Align	(40 Characters) Bogie x3 Crawling Swarm x1 Ghost x1 Giant Grey Spider x2 Giant Rat x4 Goblin Thief x2 Grappler x2 Kobold x4 Kobold Sniper x3 Kobold Thief x4 Kobold Trapper x2 Large Wurm x2 Massive Stone Golem x1 Shrieker x2 Skwee, Kobold Shaman x1 Slime x1 Wild Naga x2 Zombie x3	(12 Events) Ambush x1 Bad Luck x1 Gloom x1 It's a Trap! x2 Not Alone x3 Recurring Villain x1 Reinforcements x2 Silenced x1 (12 Terrain) Crumbling Floor x2 Dark Corridor x2 Evil Altar x1 Labyrinth x2 Murky Swamp x1 Narrow Tunnels x3 Ruins x1 (16 Traps) 10' Pit Trap x3 Cave In x1 Dart Trap x4 Falling Stones x1 Pendulum x1 Poisonous Gas x2 Poisonous Dart Trap x2 Trip Line x2

Next: TBA ()